

PRIEST



THE PRIEST IS THE MASTER OF HEALING AND preservation, restoring his wounded allies, shielding them in battle and even resurrecting his fallen comrades from death. Priests use powerful healing magic to fortify themselves and their allies. They also wield powerful offensive spells from a

distance, but can be overwhelmed by enemies due to their physical frailty and minimal armor. Experienced priests carefully balance the use of their offensive powers when tasked with keeping their party alive. Faith is the greatest strength of a priest and their toughest shield.

While they have a variety of protective and enhancement spells to bolster his allies, the priests can

also wreak terrible vengeance on their enemies, using the grand powers of the Holy Light to smite and purge them or the devastating powers of the Void to decimate their minds. They can utilize their holy powers to restore their health and that of their comrades. By calling on mystic shielding and holy empowerment, priests can prevent incoming damage and improve their defenses and those of their allies. Priestly Shadow magic can deliver great amounts of immediate damage, or wracking pains that punish foes over longer periods of time. Their connection with the minds and spirits of living beings allows them to control and manipulate others. The priest is a diverse and powerful class, highly desirable in any group and capable of fulfilling multiple roles.

PRIEST TABLE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Specialization Feature, Specialization Spells	3	4	2	-	-	-	-	-	-	-	-
2nd	+2		3	5	3	-	-	-	-	-	-	-	-
3rd	+2	Specialization Spells	3	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement, Cantrip Versatility	3	7	4	3	-	-	-	-	-	-	-
5th	+3	Specialization Spells	3	8	4	3	2	-	-	-	-	-	-
6th	+3	Inner Fire	4	9	4	3	3	-	-	-	-	-	-
7th	+3	Specialization Spells	4	10	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement, Specialization Feature	4	11	4	3	3	2	-	-	-	-	-
9th	+4	Shadow Protection, Specialization Spells	4	12	4	3	3	3	1	-	-	-	-
10th	+4		4	13	4	3	3	3	2	-	-	-	-
11th	+4	Shackle Undead	5	14	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	15	4	3	3	3	2	1	-	-	-
13th	+5		5	16	4	3	3	3	2	1	1	-	-
14th	+5	Specialization Feature	5	17	4	3	3	3	2	1	1	-	-
15th	+5		5	18	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	19	4	3	3	3	2	1	1	1	-
17th	+6	Mana Burn	5	20	4	3	3	3	2	1	1	1	1
18th	+6		5	21	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	22	4	3	3	3	3	2	1	1	1
20th	+6	Specialization Feature	5	23	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a Priest, you gain the following class features.

HITPOINTS

Hit Dice: 1d6 per priest level,

Hit Points at 1st Level: 6 + your Constitution modifier,

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per priest level after 1st.

PROFICIENCIES

Armor: None:

WEAPONS

All simple weapons

TOOLS:

Healer's Kit

SAVING THROWS

Wisdom, Constitution.

SKILLS

Choose two from History, Medicine, Religion, Medicine, and Perception.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a dagger
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A holy symbol, a healer's kit

SPELLCASTING

As a conduit for divine power, you can cast Priest spells, which are a combination of Cleric and Paladin spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

SPELL SLOTS

The Priest table shows you how many spell slots you can use to cast Priest spells, which consist of Cleric and Paladin spells. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Your known spells is determined by the Spells Known section in the Priest table. You may choose spells from the Cleric and Paladin spell lists. The spells must be of a level for which you have spell slots.

You prepare the list of priest spells that are available for you to cast, choosing from the cleric and/or paladin spell list. When you do so, choose a number of cleric and/or paladin spells equal to your Wisdom modifier + your priest level.

For example, if you are a 3rd-level priest, you have four 1st-level and two 2nd-level spell slots. Similarly, a 3rd-leveled priest with a wisdom modifier of 16 can prepare up to six spells of 1st or 2nd level, in any combination.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells and paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your priest spells. The power of your spells comes from your devotion to your deity. You use your wisdom whenever a priest spell refers to your spellcasting ability. In addition, you use your wisdom modifier when setting the saving throw DC for a priest spell you cast and when making an attack roll.

SPELL DEFINING:

Your cleric and paladin spells are defined as "Priest Spells".

SPELL SAVE DC

8 + your proficiency bonus + your wisdom modifier

SPELL ATTACK MODIFIER

Your proficiency bonus + your wisdom modifier

RITUAL CASTING

You can cast priest spells as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your priest spells.

SPECIALIZATION

At 1st level, you choose a Specialization determined by your choice of Deity and the gifts they grant you. Your choice grants you specific spells and other features when you choose your Specialization at 1st level. It also grants you additional features at 3rd, 5th, 7th, 10th, 14th, and 20th level.

SPECIALIZATIONS

Listed Below are the Specializations you can choose from at Level 1:

SHADOW:

Shadow priests are priests whose powers derive from the Void instead of the Light. Shadow priests can be worshipers of many dark forces such as the loa or the Old Gods, or simply focus their art on shadowy magics and mental manipulation, understanding the necessity of balance between dark and light. But to truly understand such ancient, corruptive influence is to be driven mad. This is the state in which these dark priests thrive, embracing insanity and feeding off of the minds of their opponents to reach terrifying new limits.

DISCIPLINE:

Discipline priests are highly valued for their powerful healing abilities and defensive cooldowns. They specialize in damage prevention, primarily through shields, making them essential for mitigating incoming damage.

HOLY:

Holy priests are known for their strong AoE (Area of Effect) healing capabilities. They are one of the strongest AoE healers, capable of healing entire groups after hefty encounters.

SPECIALIZATION SPELLS

Each Specialization has a list of spells that you gain at the priest levels noted in the Specializations description. Once you gain a Specializations spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a Specializations spell that doesn't appear on the cleric and paladin spell list, the spell is nonetheless a priest spell for you. (See spell defining)

POWER WORD: SHIELD

At 1st level, you gain the Power Word: Shield Cantrip

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CANTRIP VERSATILITY

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

INNER FIRE

Starting at 6th level, your Inner Fire bolsters your own defenses. Your Armor Class increases as follows:

Your Armor Class is now 12 + wisdom Modifier unless your Armor Class is higher than the result from Inner Fire.

SHADOW PROTECTION

Starting at 9th level, your diety shows you how to protect yourself from the forces of evil. You are resistant to Necrotic damage.

SHACKLE UNDEAD

Starting at 11th level, you have the grasp of undead down, literally.

You may expend a 2nd level or higher spellslot to use this feature, Shackle Undead.

As an action, you target an undead within 120 feet of you, summoning brilliantly white chains that bind upon the target's limbs. They must make a dexterity saving throw or be under the Stunned condition for 1 minute. They may try to break out of the stun at the end of each of their turns, making a constitution saving throw. You may have up to X undead shackled, where X is your proficiency bonus

MANA BURN

Starting at 17th level, you gain the ability to strip your enemies of their resources: Spell Slots

As an action, you target a creature within 90 feet, draining them of their resources. They must make a Intelligence saving throw or they expend 4D6 levels of spellslot (The target's choice; IE: If you deal 12 damage to a creature, they can choose 1 level 5, a level 4, 1 level 3, for a total of 12 levels of spellslots) The target will also take 4x the result of your roll as Psychic damage.

You may use this ability equal to your proficiency bonus before taking a long rest.

SHADOW PRIEST

SHADOW SPECIALIZATION SPELLS

1st: Shadow Word: Pain, Cause Fear

3rd: Mind Flay, Darkness

5th: Psychic Scream, Remove Curse

7th: Devouring Plague, Banishment

9th: Mind Sear, Scrying

MIND BLAST

Starting at 1st level, you learn the Mind Blast Cantrip.

FADE

Starting at 1st level, whenever you deal damage with Mind Blast, you may use a bonus action to cast Fade. Fade: You and everything you are wearing or carrying becomes invisible to the target you damaged with Mind Blast. This lasts until the end of your next turn, until you attack, take damage or use an action/bonus action. You may use this feature equal to your wisdom modifier and proficiency bonus until you take a long rest.

SHADOWFORM

Starting at 8th level, a shadowform of yourself is prevelant, amplifying your damage.

When you are in Shadowform, each time you roll a 1 or 2 on a damage roll that's dealing Psychic or Necrotic Damage, you may reroll, but you must keep the new result.

SUMMON SHADOW FIEND

Starting at 14th level, as an action, your powers enable you to summon a Shadow Fiend, who fixates on one target creature you can see within 120 feet, appearing behind them. The Shadow Fiend has 1 Hitpoint, being unable to be targeted by attacks, abilities, and avoiding Area of Effect (AoE) spells.

SHADOW PRIEST CONTINUED:

The Shadow Fiend goes right after you in initiative order. At the beginning of its turns, it appears behind the target you chose. The Shadow Fiend Bites, using your spell attack modifier to hit. It deals 3D8 + wisdom psychic damage, and you recovers 1/5 of the damage dealt as levels in spellslots. (IE: If it deals 14 damage to the target, you will gain 2 levels of spellslots, either giving you 2 1st level spellslots or 1 2nd level spellslot)

The Shadow Fiend lasts until a minute has passed or the target dies, and cannot be resummoned until you take a long rest.

SHADOW ORBS

Starting at 20th level, you summon Shadow Orbs while damaging enemies with Psychic or Necrotic damage with anything but Mind Blast. You may have a maximum of 3 Shadow Orbs at one time. When you use your Mind Blast while you have any Shadow Orbs, you shatter them, causing your Psychic and Necrotic spells to do extra damage for 1 minute.

1 Orb: 2D10

2 Orbs: 4D10

3 Orbs: 8D10

Once this feature is used, you must wait 1 hour before it can be used again.

DISCIPLINE PRIEST

DISCIPLINE SPECIALIZATION SPELLS

1: Penance, Bless

3: Desperate Prayer, Silence

5: Pain Suppression, Aura of Vitality

7: Power Word: Barrier, Aura of Purity

9: Hymn of Hope, Dispel Evil and Good

SCORCHING LIGHT

Starting at 1st level, you learn the Scorching Light Cantrip.

IMPROVED POWER WORD: SHIELD

Starting at 1st level, you cast Power Word: Shield as a bonus action, and it targets up to X friendly creatures, where X is your proficiency bonus.

ATONEMENT

Starting at 8th level, Whenever your Scorching Light deals damage to a target creature, you may choose a friendly target within 15 Feet of that creature, and heal them for half of the damage dealt, rounded down.

POWER INFUSION

Starting at 14th level, as an action you may choose a creature within 30 ft (you may choose yourself) and infuse them with power. For 1 minute, the target makes attack rolls, ability checks, and saving throws with advantage, and they have an extra bonus action on each of their turns.

POWER WORD: HOPE

Starting at 20th level, your Power Word: Shield now gives the affected target the maximum number you roll when you cast Power Word: Shield, and on each of your turn, if the shield is still up, refreshes back to your maximum number. (IE: If you shield someone for 37, and they take 33 damage, leaving them with 4 temporary health left, they'll go back up to 37 temporary health at the start of your turn)

In addition, whenever a Power Word: Shield breaks, the creature that broke it must make a Wisdom saving throw or be blinded until the end of their next turn.

HOLY PRIEST

HOLY SPECIALIZATION SPELLS

1: Renew, Cure Wounds

3: Holy Fire, Prayer of Healing

5: Prayer of Mending, Daylight

7: Holy Nova, Aura of Life

9: Divine Hymn, Holy Weapon

FLASH HEAL

Starting at 1st level, you learn the Flash Heal Cantrip

HOLY FLAMES

Starting at 1st level, you learn the Holy Flames Cantrip

HOLY WORD: SERENITY

Starting at 8th level, Whenever you cast a Flash Heal or Prayer of Mending, you may heal the target for an additional 4D8 + wisdom. You cannot use this ability again until you finish a short or long rest.

HOLY WORD: CHASTISE

Starting at 14th level, whenever you deal damage with Holy Flames to a target creature, you may deal an additional 3D10 + wisdom modifier radiant damage to the target creature. You may use this feature equal to your wisdom modifier and proficiency bonus until you finish a short or long rest.

SPIRIT OF REDEMPTION

Starting at 20th level, whenever you are dropped to 0 or lower hitpoints, you are instead brought to 5 hit points, and turn into a Spirit of Redemption, which the following effects will apply: While a Spirit of Redemption, your body becomes transparant, being unable to be targeted by attacks, abilities, avoiding Area of Effect (AoE) spells, and ending all conditions/spell effects on you. You may only cast spells that restore health to other friendly targets and your speed is reduced to 0.

At the end of each of your turns, you lose 1 hitpoint. Once you reach 0 hitpoints this way, spirits expel from your unconcious body. Hostile creatures within 15 feet must make a Dexterity saving throw or take 10D8 radiant damage, half rounded down on a success.

SPELLS

These are all the spells that are new with this class, in order from Cantrips to Fifth level spells.

CANTRIP

FLASH HEAL

Cantrip evocation.

Casting Time: 1 Bonus Action.

Range: 60 Feet.

Components: V, S.

Duration: Instantaneous.

A creature you can see within range regains a number of hit points equal to 1d3 + wisdom modifier. This spell has no effect on undead or constructs.

This spell's healing increases by 1D3 when you reach 5th level (2d3), 11th level (3d3), and 17th level (4d3).

HOLY FLAMES

Cantrip evocation.

Casting Time: 1 Action.

Range: 120 Feet.

Components: V, S.

Duration: Instantaneous

Holy Flames consume a target. The target must succeed on a wisdom saving throw or take 1d10 radiant damage. The target lights up in addition until the start of your next turn, shedding 15 feet of bright light, and then 15 feet of dim Light. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MIND BLAST

Cantrip enchantment.

Casting Time: 1 Action

Range: 120 Feet.

Components: V, S.

Duration: Instantaneous

You blast the mind of a creature that you can see within range. Make a ranged spell attack against the target, on a hit the target takes 1d10 psychic damage. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

POWER WORD: SHIELD

Cantrip abjuration.

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S.

Duration: 1 minute.

You point your finger towards a friendly target creature. A transparent shield appears around them, protecting them from harm. The target gains 1D6 + your spellcasting ability modifier temporary hitpoints for 1 minute.

You may have Power Word: Shield active on X amount of creatures, where X is your proficiency bonus. Once the Power Word: Shield has been depleted, or has expired, the target is affected with the Weakened Soul. Weakened Soul: You cannot be affected by a Power Word: Shield for 1 minute. This spell's shielding increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SCORCHING LIGHT

Cantrip evocation.

Casting Time: 1 Action.

Range: 120 Feet.

Components: V, S.

Duration: Instantaneous

You scorch a creature with light within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 radiant Damage. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FIRST LEVEL SPELLS

PENACE

1st level evocation.

Casting Time: 1 Action.

Range: 90 Feet.

Components: V, S, M. (handheld mirror)

Duration: Instantaneous

You shoot three beams of energy towards up to three creatures of your choice, dealing 1D4+1 radiant damage to each hostile creature hit, or healing 1d4+1 for each friendly creature hit. This spell's healing has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more beam for each slot above 1st.

RENEW

1st level evocation

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S.

Duration: Concentration, 4 Rounds

A creature of your choice gets renewed, healing them for 1D6 + your spellcasting ability modifier. This spell has no effect on undead or constructs. Until the spell ends, you can use a bonus action on each of your subsequent turns to heal the target again.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell heals for 1D4 for each slot level above 1st.

SHADOW WORD: PAIN

1st level enchantment

Casting Time: 1 Action.

Range: 120 Feet.

Components: V, S.

Duration: Concentration, 4 Rounds

You inflict pain on a target creature within range. They must make an Intelligence saving throw, or take 1D8+ your spellcasting ability modifier psychic damage. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

SHADOW WORD: PAIN CONTINUED

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell deals an extra 1D8 for each slot level above 2nd.

SECOND LEVEL SPELLS

DESPERATE PRAYER

2nd level evocation

Casting Time: 1 Action.

Range: Self

Components: V, S.

Duration: Concentration, 1 Minute.

Your maximum hitpoints increase by half of your hit dice, Rounded up. (A level 3 Priest would Roll 2D6+Constitution for example) You gain life equal to the amount of health gained. The hit dice used are spent as if you used them during a short rest.

HOLY FIRE

2nd level evocation.

Casting Time: 1 Action.

Range: 150 Feet.

Components: V, S, M. (lit Candle)

Duration: Instantaneous

You burn a target with Holy Fire, burning them with radiant damage. Make a ranged spell attack against the target. On a hit, the target takes 2D8 radiant damage and 2D8 fire damage. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell deals 1D8 radiant and 1d8 fire damage each slot level above 2nd.

MIND FLAY

2nd level enchantment

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S.

Duration: Instantaneous

You flay a creature's mind with unimaginable thoughts, within range. Make a ranged spell attack against the target. On a hit, the target takes 6D4 psychic damage. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell deals 4D4 psychic for each slot level above 2nd.

THIRD LEVEL SPELLS

PAIN SUPPRESSION

3rd level evocation.

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S, M. (Splash of Holy Water, Holy Symbol)

Duration: 5 Rounds.

Targeting a creature of your choice, you deem them worthy of the light and pledge to shield them from harm. Until the spell ends, The target has resistances to Slashing, Piercing and Bludgeoning.

PRAYER OF MENDING

3rd level evocation.

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S, M. (Bible or Holy Scripture)

Duration: Concentration, 5 Rounds.

You place a shimmer of light on a target within range. The next time that target would take damage, they take that much damaged reduced by 2D8+ your spellcasting ability modifier. This ability only protects the target this way once a round. Until this spell ends, at the beginning of your turn, you may move this shimmer of light to any target within 30 feet of the current target, protecting them from harm.

At Higher Levels: When you cast this spell using a slot of 4th or higher, the spell protects the target for 2D8 for each slot level above 3rd.

PSYCHIC SCREAM

3rd level enchantment

Casting Time: 1 Action.

Range: 15 Feet.

Components: V, S.

Duration: Instantaneous, Duration of Debuff: 1 Minute.

You let out a psychic scream, terrifying those around you. Each creature within range must make an intelligence saving throw or be frightened of you for 1 minute. They may make the same saving throw at the end of their turns.

FOURTH LEVEL SPELLS

DEVOURING PLAGUE

4th level enchantment

Casting Time: 1 Action.

Range: 120 Feet.

Components: V, S.

Duration: 5 Rounds.

You enter the mind of a target creature within range, damaging it and utilizing it for your benefits. They must make an intelligence saving throw or take 5D6+ your spellcasting ability modifier psychic damage. Until the spells ends, at the start of their turn, they take 5D6 + your spellcasting ability modifier again. The creature may make an Intelligence saving throw at the end of their turn to end the effect.

HOLY NOVA

4th level evocation.

Casting Time: 1 Action.

Range: 20 Feet.

Components: V, S, M. (Holy Symbol, Bible)

Duration: Instantaneous

You cause an explosion of radiant damage and healing to spread around you, damaging foes and healing allies as it hits them. Each hostile creature must make a dexterity saving throw. On success, the creature takes half the damage or healing, rounded down. You heal and damage each creature for 4D8 healing / radiant damage.

POWER WORD: BARRIER

4th level evocation.

Casting Time: 1 Bonus Action.

Range: 60 Feet.

Components: V, S, M. (A shiny opal worth 100gp, not consumed)

Duration: Until the end of your next turn.

You bolster the defenses of allies around you, giving each friendly creature within range resistances to magical and non magical damage until the end of your next turn.

FIFTH LEVEL SPELLS

DIVINE HYMN

5th level evocation.

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S, M. (A Diamond worth 300gp, not consumed, lit candle)

Duration: Instantaneous

Assist those who are desperately needing of the light, restoring their health. Up to 3 target creatures heal for 4D10+ your spellcasting ability modifier. If one of the targets is below 10 when you cast this spell, they heal for 8D10+ your spellcasting ability modifier instead.

HYMN OF HOPE

5th level evocation.

Casting Time: 1 Action.

Range: 60 Feet.

Components: V, S.

Duration: Instantaneous

You grasp onto hope, rekindling the fire within your allies. Up to 3 creatures of your choice within range restore up to a 3rd level spellslot. (Either a 1st, a 2nd or a 3rd level spellslot) If a creature cannot gain a spellslot this way, most likely due to them not having spells, or not having any expended, they instead gain an expended class feature of their choice (Barbarian Rage, Druid Wildshape, etc)

MIND SEAR

5th level enchantment

Casting Time: 1 Action.

Range: 240 Feet, 20 foot radius sphere.

Components: V, S, M (A Onyx worth 300gp, not consumed)

Duration: Instantaneous.

A shadowy wisp flies in the air towards a point you choose within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 12D8 psychic damage on a failed save, or half as much damage on a successful one, rounded down. Each creature who failed their save this way reduces their intelligence modifier by 1D4 until they take a long rest.

THAT'S ALL FOLKS!

Thank you for getting this far into my homebrew priest builds. (Inspired from WoW)

As you can tell they're somewhere between a Paladin and a Cleric, just without having heavy armor.

It represents a healer class that can't always frontline, but always has some other utility to make up for it.

QUESTIONS?

Feel free to contact me on discord, my name is PullyDM on there with an Ocarina of Time PFP.

SUGGESTIONS?

Feel free to also contact me on discord as well, same info as above.

MORE SUBCLASSES?

I've thought of it and I haven't had a good brainwave yet for a 4th/5th subclass yet. But once I get that idea, I'll put it into operation to make them work!

FEEDBACK!

I would love feedback if you try this class out in a game. Let me know if theres any tuning you would do, I am always looking for ways to make these things better!

THANKS FOR CHECKING IT OUT

Have a great day everyone! Until next time... Restoration Druid...?